

## **ASSET MANIPULATION OF COMPUTER GAMES USING A NETWORK**

### **ABSTRACT**

5           Computer game asset (e.g., items and dynamic content) manipulation over a network is provided. Information about game items can be stored on a separate server and users can be allowed to execute transactions on the items outside the game environment. Transactions relating to dynamic content can also be performed. Item and dynamic content changes can be updated dynamically as games execute.